CLAIMS

What is claimed is:

1. 1. A method for providing a user interface, comprising the steps of:
    2. (a) displaying a plurality of images in a frame, each of the images representing a
    3. goal;
    4. (b) permitting a user to select from of the images in the frame;
    5. (c) permitting the user to adjust preferences related to the goal represented by
    6. the selected image in the frame; and
    7. (d) altering the appearance of one or more of images in the frame based on the
    8. adjusted preferences of the goal represented by the selected image.

1. 2. A method as recited in claim 1, wherein the step of permitting a user to
    2. adjust preferences related to the goal represented by the selected image in the
    3. frame further includes permitting the user to adjust a time expectation for the
    4. amount of time expected for achieving the goal represented by the selected
    5. image.

1. 3. A method as recited in claim 1, wherein the step of permitting a user to
    2. adjust preferences related to the goal represented by the selected image in the
    3. frame further includes permitting the user to adjust a quality expectation for
    4. the degree of quality expected for the goal represented by the selected image,
    5. and wherein appearance of the selected image is altered in relation to the
    6. adjustment of the expectation with respect to quality for the goal.

1. 4. A method as recited in claim 1, wherein the step of permitting a user to
    2. adjust preferences related to the goal represented by the selected image in the
    3. frame further includes permitting the user to adjust a degree of favoritism
    4. between time and quality with respect to the goal of the selected image.

1   5.   A method as recited in claim 1, further comprising the steps of: displaying a
2   selectable link to a personal profile frame, and displaying the personal profile
3   frame upon selection of the selectable link, wherein a personal profile of the
4   user is displayed in the personal profile frame.

1   6.   A method as recited in claim 1, further comprising the steps of: displaying a
2   selectable link to a financial assumptions frame, and displaying financial
3   assumptions frame upon selection of the selectable link, wherein financial
4   assumptions relating to achieving the financial goals are displayed in the
5   financial assumptions frame.

1   7.   A method as recited in claim 1, further comprising the step of displaying in
2   the frame a summary of changes in achieving the goals as a result of the
3   adjust preferences.

1   8.   A method as recited in claim 1, wherein the images representing goals
2   include at least one of: a first image for representing a home goal, a second
3   image for representing a vehicle goal, a third image for representing a
4   monthly allowance and savings goal, a fourth image for representing a
5   planned furniture expenses goal, a fifth image for representing a planned
6   appliance expenses goal, a sixth image for representing a vacation goal, a
7   seventh image for representing a children's education goal, an eighth image
8   for representing a planned furniture expenses goal.

1   9.   A method as recited in claim 1, wherein the appearance of one of the images
2   representing a financial goal fades a shade inversely proportional to the
3   duration of time budgeted for attaching the financial goal.

1   10.   A computer program embodied on a computer readable medium for
2   providing a user interface, comprising:

3   (a)   a code segment for displaying a plurality of images in a frame, each of the

4   images representing a goal;

5   (b)   a code segment for permitting a user to select from of the images in the

6   frame;

7   (c)   a code segment for permitting the user to adjust preferences related to the

8   goal represented by the selected image in the frame; and

9   (d)   a code segment for altering the appearance of one or more of images in the

10   frame based on the adjusted preferences of the goal represented by the

11   selected image.

1   11.   A computer program as recited in claim 10, wherein the code segment for

2   permitting a user to adjust preferences related to the goal represented by the

3   selected image in the frame further includes permitting the user to adjust a

4   time expectation for the amount of time expected for achieving the goal

5   represented by the selected image.

1   12.   A computer program as recited in claim 10, wherein the code segment for

2   permitting a user to adjust preferences related to the goal represented by the

3   selected image in the frame further includes permitting the user to adjust a

4   quality expectation for the degree of quality expected for the goal

5   represented by the selected image, and wherein appearance of the selected

6   image is altered in relation to the adjustment of the expectation with respect

7   to quality for the goal.

1   13.   A computer program as recited in claim 10, wherein the code segment for

2   permitting a user to adjust preferences related to the goal represented by the

3   selected image in the frame further includes permitting the user to adjust a

4   degree of favoritism between time and quality with respect to the goal of the

5   selected image.

1 14. A computer program as recited in claim 10, further comprising a code

2   segment for displaying a selectable link to a personal profile frame, and

3   displaying the personal profile frame upon selection of the selectable link,

4   wherein a personal profile of the user is displayed in the personal profile

5   frame.

1 15. A computer program as recited in claim 10, further comprising a code

2   segment for displaying a selectable link to a financial assumptions frame,

3   and displaying financial assumptions frame upon selection of the selectable

4   link, wherein financial assumptions relating to achieving the financial goals

5   are displayed in the financial assumptions frame.

1 16. A computer program as recited in claim 10, further comprising a code

2   segment for displaying in the frame a summary of changes in achieving the

3   goals as a result of the adjust preferences.

1 17. A computer program as recited in claim 10, wherein the images representing

2   goals include at least one of: a first image for representing a home goal, a

3   second image for representing a vehicle goal, a third image for representing a

4   monthly allowance and savings goal, a fourth image for representing a

5   planned furniture expenses goal, a fifth image for representing a planned

6   appliance expenses goal, a sixth image for representing a vacation goal, a

7   seventh image for representing a children's education goal, an eighth image

8   for representing a planned furniture expenses goal.

1 18. A computer program as recited in claim 10, wherein the appearance of one of

2   the images representing a financial goal fades a shade inversely proportional

3   to the duration of time budgeted for attaching the financial goal.

1 19. A system for providing a user interface, comprising:

2 (a) logic for displaying a plurality of images in a frame, each of the images
3   representing a goal;
4 (b) logic for permitting the user to select from of the images in the frame;
5 (c) logic for permitting a user to adjust preferences related to the goal
6   represented by the selected image in the frame; and
7 (d) logic for altering the appearance of one or more of images in the frame based
8   on the adjusted preferences of the goal represented by the selected image.

Add
C3